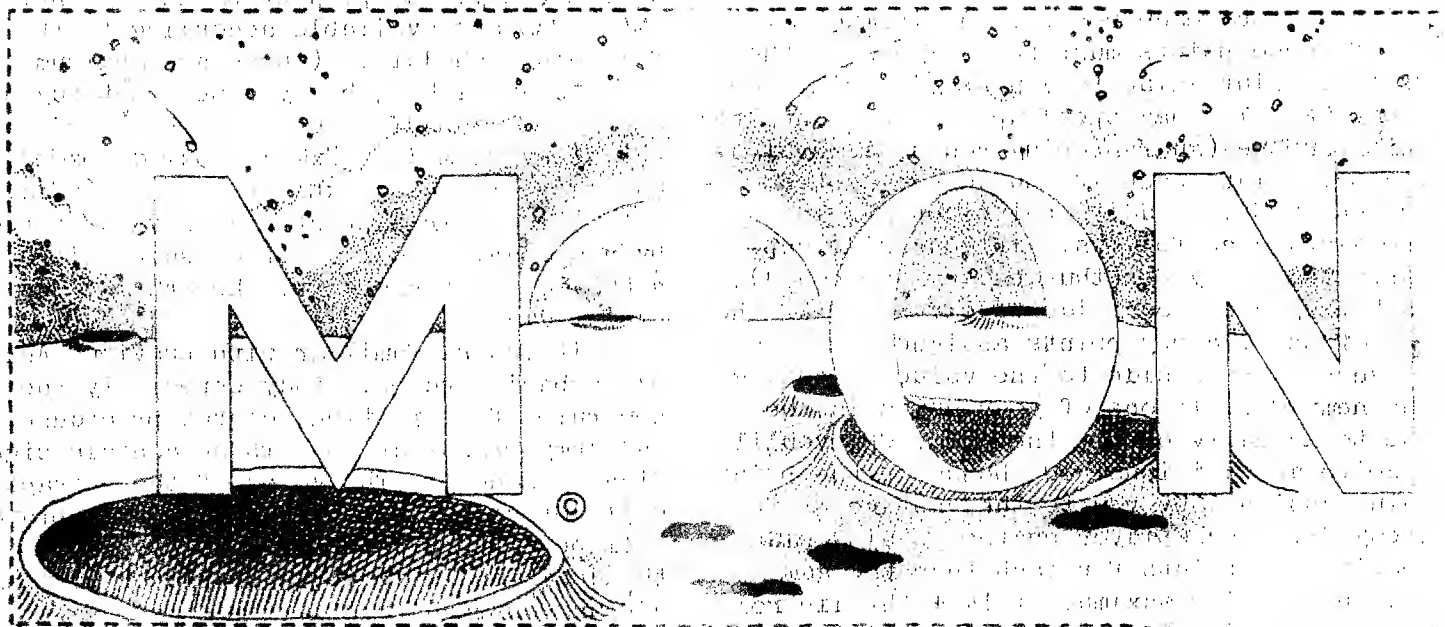


Liberterranean 89



This year the FTF Armored Barbary Tournament will be a European WW2 scenario. Date & Place: 9:00 AM, Saturday, February 11, 1978 at 948 Loran, Los Altos, CA 94022. Entry fee: \$5. 80% of all entry fees will go for prizes. 1st PRIZE wins 50%; 2nd wins 30%; 3rd wins 20% of the prizes. A copy of the rules and an Appendix of units to use will be sent free to each entrant. Rules and Appendix A are available for \$1.00 to all others. The deadline for entry is 1:00 PM, Wednesday, February 8, 1978.

The Appendix lists 54 German, 27 British, and 28 US units. Each entrant must prepare and submit 3 separate rosters no later than 1:00 PM, Friday, February 10, 1978. One roster must consist of German units; one of USSR units; and one of either UK or US units. You may list the rosters in order of your preference, but if too many entrants prefer one side first, then the position will be decided randomly. Each player will know the force composition and how many points were spent on each item by the other players. The tournament shall consist of at least two (2) rounds of play, each round consisting of at least 15 turns. On the 14th turn of each round, a 6-sided die will be rolled. The result will be the number of turns remaining to the round. No more than 2 players to a side (German and All if 3 must play on a board, the odd one will have his roster doubled. The FIREFIGHT maps will provide the terrain for each player deploying upon 1/2 of one mapboard. Orientation of the maps shall be random, as well as which section assigned to each side.

Each side in a round must assign one clear terrain hex on a road as its Command Post. The CP hex may not be surrounded, it must be surrounded by passable terrain hexes on all sides, and there

shall be one clear terrain hex on a road as its Command Post. The CP hex may not be surrounded, it must be surrounded by passable terrain hexes on all sides, and there

must be a vehicle route of access of unmined hexes into the CP at least one hex wide. The vehicle access in the hex adjacent to the CP must be clear terrain or contain a road across the CP hexside.

Each player receives 500 points with which to form each roster. A minimum of 40 of these points must be assigned to the victory point value to you of capturing the enemy CP. You may spend up to 250 points for this purpose (guaranteeing you at least 125 victory points even if you do not capture the enemy CP). Additional victory points are awarded as follows: If your side captures the enemy CP (thus ending the round), each player on your side receives 1/2 of the sum of the victory points assigned by both players on your side to the value of taking the enemy CP. If one of your units is the one to actually occupy the enemy CP, you'll receive an additional 10% bonus of the point value assigned by you to the capture of the enemy CP. Each player on the winning side receives 10 points for each turn the game ends before its maximum of 14 + the die roll. Each player is also awarded the point value of all enemy units DE'd by action of the units on your roster (including your mines). DE'd enemy Improved Positions are also valued for victory. The player with the highest total victory points from the two rounds will win the tournament.

You must spend at least 10% of your points spent purchasing rosters on units from each of the following periods: 1939-40, 1941, 1942, 1943, 1944. You may spend no more than 30% of the points you spend to purchase ground on-map combat units for units from any one year. These percentages are figured AFTER subtracting all points spent on mines, CPs, off-board arty and CAS, points spent towards victory, and points spent to boost the training of your units. In addition to the units listed on the Appendix for each country, you may purchase the following: Mines, at 3 points each (these may be deployed secretly by writing their location on a slip of paper shortly before play begins); Improved Positions at 5 points each.

All units have an initial panic level of "5". You may spend points to improve this level, up to a limit. Total the value of all your on-board combat units. By spending an additional 10% premium for each step

of improvement you may reduce German or USSR panic to level "3"; or UK or US panic level to level "2".

All players will have smoke available for use by any weapon capable of IF. UK and German (only) may project smoke from AFVs. OMA & CAS are available according to the following schedule: (these are maximum amounts available, but you need not buy any)

	GERMANY	USSR	UK	US
Artillery	2x Med.	8xMed.	5xMed.	6xMed.
CAS	1x Med.	4xLight	5xMed.	6xMed.

[Close Air Support may only be spotted by a Company HQ unit. If no such unit has a LOS to the target hex, the CAS may not be executed.]

If you're familiar with previous Armored Barbarism rules, study especially the new rules for spotting, combat procedure, and Army Organization. These contain significant changes. The votes of the entrants will determine whether the scenarios played will be Western Front or Eastern Front. If the decision is split, each player will play a round on each front.

All questions and requests for assignment to the tournament may be made to Jim Bumpas, 948 Loraine Avenue, Los Altos, CA.

PEACE ONE YEAR EARLY : Armistice Day, November 17, 1917 at 1700 hours GMT. ITALY WINS!

1975 HT, Fall, 1917

England(Klein): F por-MID*(s) by F NAO*
F IRI* & F ENG*, F lpl-WAL*(s) by F LON*,
A sil-WAR*(s) by A PRU*, A LVA*, & A mos
[A mos /d/], A BER*-pru, A KIE*-ber

France(Young): A MUN*-sil, A RUH*-mun,
(s) by A BUR*, A par-BRE*, A GAS*-spa;

Italy(Kilbride): F wal-eng /a/, F mid-por /a/, F WES*-mid (s) by F NAF*, F TYS*-mid,
A SPA*(s) F mid-por, A MAR* & F LYO* (s) A spa,
A PIE*(s) A mar, A BOH*-mun (s) by A TYA*,
A VIE*-boh, A GAL*-sil, A war-MOS*(s) by A
UKR* & A SEV*, F BLA*.

Center Distribution:

England: home, den, nwy, por, stp, swe, war, ber, ~~mos~~, hol, KIE (12)

France: par, bre, bel, mun, ~~KIE~~

Italy: home, tun, tri, gre, rum, smy, sev, ser, con, bul, vie, bud, ank, mar, spa, MOS (18) WIN

1975 HT History:

Austria: Gene Shufeldt (out '04)
 England: Dennis Klein
 France: Larry Norton (dro W'01),
 Bill Young;
 Germany: Chuck Eaton (out '10)
 Italy: Gary Kilbride (WIN 1917)
 Russia: Al Gardiner (dro F'06),
 Jack Kerins (dro S'11), C.D. (out '13);
 Turkey: Zane Parks (out '11).

	A	E	F	G	I	R	T
1901	3	4	4	6	5	7	4
1902	2	4	5	6	6	8	3
1903	2	4	5	6	5	10	2
1904	0	3	6	6	8	8	3
1905	-	4	7	4	10	7	1
1906	-	5	8	3	11	5=	2
1907	-	5	8	4	11	3	3
1908	-	7	8	2	12	2	3
1909	-	8	9	1	13	2	1
1910	-	9	8	0	15	1	1
1911	-	10	8	-	15	1	0
1912	-	11	7	-	15	1	-
1913	-	12	6	-	16	0	-
1914	-	13	5	-	16	-	-
1915	-	13	4	-	17	-	-
1916	-	12	5	-	17	-	-
1917	-	12	4	-	18	-	-

DIPLOMACY RATINGS:

1. Russell Fox 42.20;
2. Gary Kilbride 40.73
3. Dennis Klein 35.03;
4. Dave Ditter 31.56
5. Clay McCuistion* 25.91;
6. Fred Bolin 19.35
7. David Mueth 19.22;
8. Bob Spencer 17.29
9. Dennis Agosta 13.50;
10. Larry Trenam 12.72
11. Bill Young 12.33

BEST COUNTRY:

AUSTRIA: Russell Fox 12.60
 ENGLAND: Dennis Klein 8.00
 FRANCE: Dennis Klein 9.54
 GERMANY: Dave Ditter 8.56
 ITALY: Gary Kilbride 12.65
 RUSSIA: Dave Ditter 11.43
 TURKEY: Gary Kilbride 9.88

[*Clay McCuistion's score should really be: 12.96, putting him in 9th place and moving everyone between 5 and 9 up one place.]

There's one more restriction on the German rosters for the FTF AB Tournament: No German roster may contain more than one platoon of any one AFV type.

NEW DIPLOMACY GAME:

A-1978

Austria: Craig A. Reges, 16 W. 761
 White Pines Rd., Bensenville, IL 60106
 England: Dave Grabar, 4346 E. Armel C
 Las Vegas, NV 89110
 France: Gary Kilbride, Box 2546,
 St. Thomas, Virgin Is. 00801
 Germany: August Wolf: 221 Mt. Curve
 Blvd., St. Paul, MN 55105
 Italy: Dennis Klein, 477 W. South St.
 #1, Galesburg, IL 61401
 Russia: Bill Bryg, Box 9311,
 Stanford, CA 94305
 Turkey: Ron Brown, 1528 El Screno Pl.,
 Bakersfield, CA 93304.

You now have until approximately Feb. 1 to begin your initial diplomacy. Remember, August Wolf is not expected to return to his address until Jan. 15 in case you expect a rapid response to his letters.

The ALL-LAWYERS GAME now has 6 players signed up, so this one may begin within the next two weeks.

The ALL-CALIFORNIA GAME has 5 players signed up, so this one may begin soon also.

There are still openings in SPI's WAR BETWEEN THE STATES. Write me for more details. I'm playing the South in a FTF game: it's 3/63, Richmond has fallen and the US occupies many east coast ports. But out west I control the Mississippi-Ohio systems and have nearly besieged Cincinnati. Kentucky is Confederate, Missouri is Union, and Foreign Intervention has occurred. So it doesn't look so bad for the South. The US has already preceeded to the 1st Draft Call but the South has yet to issue its 2nd call for volunteers. I am outnumbered about 2:1

A Phantom Player is needed for A-1978. The Phantom submits moves for every position in the game. If a player NMRs, the Phantom moves are executed. This device at least insures something will be done with a player's units, even if he is unable to meet a deadline or continue to play until a substitute player is found.

The AB-7 Iranian-Iraqi scenario still has openings for interested players. Those who were in AB-5 or AB-5a will have priority for the positions.

1975 GY

[Winter, 1910: France builds F BRE*, F MAR*]

Spring, 1911:

France(Tutacko): F eng-NTH*(s) by F EDI* & F HOL*, A YOR*(s) F Edi, F bre-MID*, A BEL* & A BUR*(s) each other, F mar-LYO*, F nap-ion [F nap /a/] (s) by F TUN* & F ADR*, A rom-nap /a/;

Germany(Bryg): F noa-CLY*(s) by A LPL*, F NWG*-nth (s) by F HEL*, A nwy-STP*, A den-KIE*(s) by A RUH*, A MUN*(s) A Ruh, A WAR* & A MOS* (s) each other;

Turkey(Ditter): A VIE* & A BUD* to gal, A UKR* & A SEV* (s) each pther, F ion-NAP*(s) by A APU*, A tus-ROM*(s) by A VEN*, A TRI*(s) A Ven, F gre-ION*, F ~~AD~~ ALB*-adr, F TYS*-tun.

The deadline for Fall, 1911 is 1.00 PM, Monday, January 16, 1978.

1977 IE, Spring, 1907:

England(Brown): A edi-LPL*, F lpl-IRI*, A STP*-mos, F SWE*(s) German F den-bal, F eng-PIC*, F lon-ENG*, F por-SPA*(sc) (s) by F MID*

France(Slaughter): F nao-NWG*, A GAS*-bur, F BRE*-mid;

Germany(Lesch): A MAR*-pie, A RUH*-bur, F den-BAL*, A MUN* & A BER*(s) each other, A KIE*(s) A Mun, A rum-bul /a/;

Italy(Ditter, Don): A UKR*-mos, F WES*-mid A sil-WAR*, A GAL*(s) Russian A bud-rum, A TYA*-pie, A VIE*-tya, F CON*-bla, A bul-SER* F aeg-BUL*(sc);

Russia(Young): F bal-PRU*, A bud-RUM*, A ANK*-smy;

Turkey(Cook): NMR, Phanotm NMRs. Has F BLA*, A SMY*, A SEV*.

The deadline for Fall, 1907 is 1.00 PM, Monday, January 16, 1978.

COA: Ron Brown, 1528 El Sereno Pl. Bakersfield, CA 93304

1977 IF, Fall, 1906:

England(McMamus): F nth (s) French F nwg-nwy [nso] [F nth /d/], F lpl-NAO*, F WAL*-eng;

France(B. Bryg): F nwg-BAR*, A par-BRE* (s) by A GAS*, A bur-PAR*, F wes-TUN*;

Germany(Bolin): A stp-NWY*(s) by A SWE* F hel-NTH*(s) by F DEN* & F ENG*, A pic-BEL* A bel-HOL*, A mun-TYA*(s) by A VIE*, A kie-MUN*

Italy(Giguet): NMR A vie removed as an unorded retreat. A tya /d/, A VEN*, F ALB*;

1977 IF, cont'd

Turkey(Spiekerman): A TRI*(s) German A vie, A BUD* & A SER* both (s) A Tri, A RUM* F tys-ROM*, A smy-NAP*(c) by F EAS* & F ION*, F bul(sc)-GRE*, F con-AEG*.

Center Distribution

England: lon, edi, ~~WYE~~ (2) remove one;

France: par, mar, spa, por, lpl, TUN, BRE (7) build two, but only one open center;

Germany: home, bel, den, swe, mos, war, hol, nwy, stp, VIE (12) one short, build 2;

Italy: ven, ~~rom, nap, tya, vie~~ (1) two short, remove 2;

Turk ey: home, bul, gre, rum, sev, ser, bud, tri, ROM, NAP (12) build 2.

The deadline for Winter 1906 AND Spring 1907 moves is 1.00 PM, Monday, January 16, 1978.

Press:

Vienna: Still no Austrians.

1977 IG, Spring, 1903:

Austria(Anderson): A TRI*(s) A BUD*, A SER*-bul (s) by F GRE*

England(Mueth): F mid-POR*, F ENG*-mid F NTH*-eng (s) by F BEL*;

France(Jones): F nao-LPL*, A PIC* & F BRE*(s) each other, A gas-SPA*, A bur (s) Italian A boh-mun [nso, A bur /d/]

Germany(D. Bryg): A DEN*, A BER*(s) Italian A boh-sil, F HOL*, A ruh-BUR*(s) by A MUN*;

Italy(Dave Ditter): F WES*-mid, F ION* (s) Austrian F gre-aeg [nso], A ven-PIE*, A boh-SIL*, A VIE*(s) Austrian A bud;

Russia(Michalski): F swe-BAL*, A nwy-SWE*, A WAR*-sil (s) by A GAL*, A UKR*(s) A Gal, A RUM*(s) Turkish A bul-ser, F BLA* (s) A rum;

Turkey(Neuharth): A BUL*-ser, A CON*-bul (s) by F AEG*, A ANK*-con.

The deadline for Fall, 1903 is 1.00 PM, Monday, January 16, 1978.

Press:

Rome: The E-G-I alliance is united and strong, but so is Italy-Austria. Tyrolia will be protected.

Naples: Will the English King let the Russkies boot them out of Norway without a fight? I think not.

1977 IX , Spring 1902

PHANTOM MOVES ITALY & AUSTRIA!

Austria(Kilbride): NMR, Phantom moves:
A VIE*-gal, A ser-RUM*(s) by A BUD*, A tri-ALB*
F gre-aeg /d/

England(Tutacko): F edi-NWG*, F nwy-swe
(s) by F DEN* [F nwy /d/], F LON*-nth, A YOR*;

France(Gibson): A BEL*, A PAR*-bur,
A pie-MAR*, F mar-SPA*(sc), F por-MID*;

Germany(Pinelli): F HOL*-nth, A KIE*-den
A mun-BUR*(s) by A RUH*;

Italy(Kjol): NMR, Phantom moves: A ven-
PIE*(s) by A TUS*, F tys-LYO* [We need a stand
by player for this position as Jim Kjol seems
to have dropped the position]

Russia(Don Ditter): F swe-NWY*(s) by
F STP*(nc), A WAR*(s) A GAL*, A rum-ser /d/
F BLA*(s) Turkish A con-bul;

Turkey(McManus): A bul-GRE*(s) by F AEG*
F smy-EAS*, A con-BUL*.

The deadline for Fall, 1902 is 1.00 PM,
Monday, January 16, 1978.

AB 6: Turn 7

GRECOSLAVIA

Greece Falls to Inexorable Assault of the
Italian Armored Forces. Yugoslavia Fights
on Alone!

Fire Tasks

IF: 0817, and all around 2402
Greek Alo-1215E @ CH20-1018 NE
" 2-pdr-0316C @ " 0919 NE
Mk6-I-1319 @ C120-1218 NE

Greek CP occupied by Italian HQ unit.

Spotted Units:

Italian: armored cars--2027, 2128, 2129;
Yugoslavian: tank--2514; armored car--
2111

IRAN:

SpottedUnits:

Russian: inf--2122; T35--2018
Iranian: Mk6-II--1721F
Fire Task:
Russian inf 2122 @ Mk6-II-2022 NE

GERMAN OFFENSIVE:

Spotted Units:

German: apcs--5104, 5203, 5402;
tank--2229E

No scandinavian units or low country
units are spotted this turn.

AB-6 Ratings (as of turn 7)

1. Cottle: 1.0; 2. Blank: 1.0
3. Frediani: .33; Fox, Bolin, Fong, and Vie
Brooks have no rating yet.

Steve Goodman, 408 Viewmont Pl, Yakima
WA 98908 may take over Italy so Cottle can
again devote all his attention to Germany.
Russ Vie Brooks (Spain) may have a friend
to play France if Fox never comes back.
Russell Fox is a good player, he must have
had some unusual difficulties. I just re-
ceived the last 3 issues of his zine Centur-
ion all at once. This is the first I've
heard from him in over a month. But he had
noting enclosed referring to AB 6. It looks
like the 1939 scenarios can't last much
longer, then 1940 is here. It's possible
for players to take up the Swedish and
Polish positions. They are weak, but not
as weak as they are in 3rd Reich. Turkey
is doing ok, and Spain can be a real wild
card. Some questions have been raised by
the activation of Spain & Turkey as "major"
countries. ANY attack on a European neutral
country brings war with Britain & France.
So Britain & France are both at war with
Germany for the 1940 scenario. I thought
I'd place all the restrictions on them that
3rd Reich places on major Axis countries.
I'm now inclined to allow Spain & Turkey to
attack anyone they want. Especially Turkey.
Spain just would not have attacked Germany
Italy, because of the big Civil War debt.

Turkey & Spain may use captured equipment.
Maybe I should just leave all the diplomacy
in the game wide open: this way Britain
could even attack France! Maybe I should
leave it open just for the small countries?
Otherwise, they don't have much play in the
game. The big countries will have to buy
them off, or something. What do you think?
I'm sure Spain & Turkey want as much flexi-
bility as possible. What do the major coun-
tries think? If they get this flexibility,
then they may not purchase any units except
those available to them in 1939 unless one
more of the major countries allows them to
buy units, or sells or gives them to them.
If Spain is allowed to join the Allies, I
guess we have to consider that the Francoists
failed to win in Spain, and it's a Republic
govt. Turkey may just be considered oppor-
tunistic and mercenary. Bolin probably likes
that, eh, Fred?

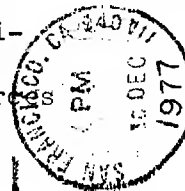
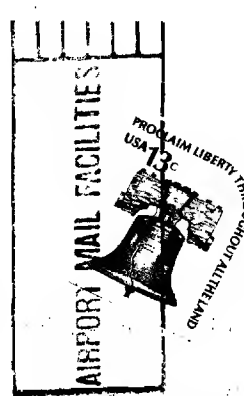
AB-6 Press

Tehran: "Comrade, ready or not, here I come."

Athens(UPI): The following was heard over the radio in a distinct German accent: "Now we shall get serious."

Berlin(AP): Chancellor Charlie has released the following statement, "The German people join their Italian brothers in this hour of their grief. I am declaring a national day of mourning for the valiant Italian CIC. German military advisors have been ordered to direct the Italian forces until such time as Rome dispatches a new commander. German observers in Iran have also been requested to give the Iranian forces any advice that they consider appropriate."

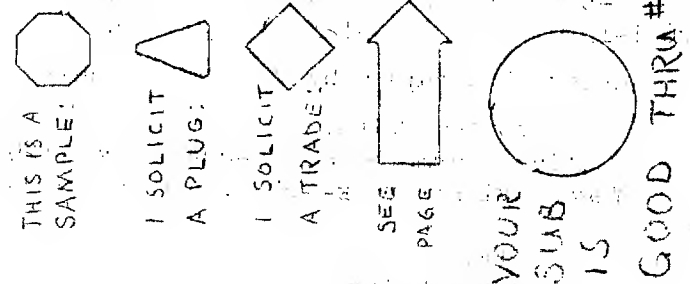
On the recent press release from Ankara: "I might have known that sooner or later the Turks would resort to name calling. This only serves to illustrate their level of intelligence. The Turks!"



FROM:
JIM BUMPAS
948 LORRAINE AVE.
LOS ALTOS, CA 94022
(415) 941-7892

FIRST
CLASS
MAIL

CRAIG REGES
16 W. 761 White Pines Rd.
 Bensenville, IL 60106



Subscriptions to LIBERTERREAN are \$3/10 issues. Deadlines are twice a month.

LIBERTERREAN is a game-zine for play-by-mail games: Diplomacy, Tank, Mech War 77, and our own PBM variants for multi-player scenarios--such as ARMORED BARBARISM.

All players must maintain a subscription & a refundable (if no nmr's) deposit. Every subber may use up to 300 words per issue for press, etc.